

# TISHURA KHAN

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(+44) 0736 762 6122

## Work History

### **Creative Technology Manager**

**Outernet Global Limited - UK**

**Sept 2021 - Present**

- Conceived, designed, and delivered the company re-organisation.
- Influenced the board of directors on the appropriate behaviours and culture.
- Delivered organisational analysis that resulted in a business pivot to achieve its goals.
- Conceived, designed, and currently conducting pipeline and workflow redesigns that is inclusive of long-range program plans, goals, mile stones, objectives, and stretch-goals. - *80% completion*
- Developed plans to establish an analysis program for the production and technology departments to empower the organisation to effectively forecast and budget for future endeavours. - *40% completion*
- Advise the CTO on missing technical requirements to deliver product and feature requests.
- Empowering people to successfully deliver with ongoing evaluation of both the distribution of work and appropriate staffing levels and skills necessary to deliver and scale.
- Consult with all levels in the organisation to serve as a subject matter expert in CG, VFX, Games, and AR/VR.
- Advise on best practices through fact finding, data gathering, analysis and assessment of existing technologies.
- Leading, including line management, of the technical implementation of interactivity, real time and offline rendering solutions, and building agnostic frameworks for a “plug-and-play” environment.
- Leveraged professional network for the CTO and the organisation as a whole.

### **3D Operations Technical Director**

**Amazon.com, Inc. - UK**

**Nov 2019 - Sept 2021**

- Conceived, built, and managed end-to-end pipelines for non-traditional imaging solutions for Amazon EU.
- Researched, developed, and built processes including automated 3D pipelines and 360 imagery for products sold on the Amazon web page with a focus on mobile-first and desktop.
- Experimented with virtual productions using real-time graphics to deprecate or simplify studio shoots.
- Discovered, tested, and implemented updated imaging techniques such as automated background segmentation of 360 imagery and product swapping in 3D environments.
- Managed a team of 5-10 3D Artists, Art Directors and Designers to execute client requests and deliver results.
- Met with Stakeholders to understand projects and deliver results for both long term and short term requests.
- Wrote, built, and analysed surveys to understand the needs of the customer.
- Gathered, analysed and reported statistics and metrics to stakeholders.
- Wrote creative briefs and business requirements.
- Interviewed and hired the best.

### **3D Imaging Specialist - Visual Search AR**

**Amazon.com, Inc. - USA**

**July 2018 - Nov 2019**

- Established best practices for capture and assessment of 4D data for AR experiences on Amazon mobile.
- Built new processes for assessing the quality of 4D & 3D models and provided feedback.
- Ensured cross team consistency by engaging with stakeholders, senior staff, engineering and internal customers.
- Scrum Master - ensured best practices resulting in a 125% increase in completed projects.
- Reduced defects by designing an automated outsourced QA process utilising MTURK.
- Developed and maintained knowledge management tools such as wikis and shared drives.
- Created and maintained standard operation procedures and other process documentation to facilitate training and on-boarding to proactively respond to error prone violations.

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## **Jr. Render Technical Director**

**Lytro, Inc.** - USA ( Acquired by Google )

**Jan 2017 - May 2018**

- Startup dedicated to Light Field Technology. Stood in for 'Head of Rendering' when required.
- Worked on VR, AR, light field animation, capture, and playback alongside the engineering and creative teams.
- Provided technical and render support to CG artists and software engineers in visual effects production.
- Created and maintained a slack chatbot using Google Cloud API to feed status of google cloud rendering fleets.
- Met with stake holders to assess resources, created timeline and cost projections to prioritise traffic.
- Engaged with internal customers to develop internal OS agnostic tools using Deadline's REST API to create a web based submission tool for artist's use to optimise on cost and lower turnaround times. - *Python, Javascript, HTML*
- Created databases to track jobs by users, projects, job types. As well as databases to track farm and cloud resources and health to improve reporting and accountability. Recruited and hired the best to strengthen the Rendering Team.
- Render Wrangling.

## TECHNICAL SKILLS

- Scrum Master - Sprint Planning
- Windows/Linux/Mac OS
- Command Line Interface
- Rapid Prototyping
- Microsoft Office Suite
- Jira/Confluence/Ftrack

## EDUCATION

BFA 3D Digital Design  
& Concentration in Advertising and Public Relations

**Rochester Institute of Technology**  
New York, USA